Claim amendments

Please amend the claims to read as follows:

- 1-14. (canceled)
- 15. (currently amended) A method of playing a game involving kicking a ball into a target, comprising:

providing a target comprising a netting having a plurality of pockets, each of which can hold the ball;

kicking a ball toward the target, with the aim of the ball lodging in one of the pockets; and

indicating a player's possession of a pocket once the ball is successfully kicked into such pocket by placing a physical indicator other than the ball into the pocket

- 16. (canceled)
- 17. (original) The game-playing method of claim 15 wherein the target defines nine contiguous ball-receiving areas, and there is a pocket for each area.
- 18. (original) The game-playing method of claim 17 wherein the areas are defined at least in part by a frame.
- 19. (original) The game-playing method of claim 15 wherein the target further comprises a frame adapted to sit on the ground, for holding the netting at an angle to the ground.
- 20. (new) The game-playing method of claim 15 wherein the target further comprises a frame defining an opening in which the netting is located, and a structure dividing the frame opening into a number of contiguous ball-receiving areas.
- 21. (new) The game-playing method of claim 20 wherein the structure comprises two vertical and two horizontal members attached to the frame.

- 22. (new) The game-playing method of claim 20 wherein the ball-receiving areas are all substantially the same size.
- 23. (new) The game-playing method of claim 15 wherein the pockets are created with flexible strips.
- 24. (new) The game-playing method of claim 23 wherein the flexible strips comprise netting.
- 25. (new) The game-playing method of claim 20 wherein the frame comprises a number of interfitting frame pieces.
- 26. (new) The game-playing method of claim 20 wherein the target further comprises a stand for holding the frame.
- 27. (new) The game-playing method of claim 26 wherein the stand holds the frame at an angle to the vertical.
- 28. (new) The game-playing method of claim 27 wherein the angle is less than 45 degrees.
- 29. (new) The game-playing method of claim 20 wherein the frame is substantially rectangular.
- 30. (new) The game-playing method of claim 15 wherein the target further comprises a substantially rectangular frame defining an opening in which the netting is located, a plurality of vertical members and a plurality of horizontal members that divide the frame opening into a number of contiguous, substantially rectangular ball-receiving areas, and a plurality of netting strips define the spaced pockets that are created between the strips and the main netting.